

BLACK & DECKER®

freewire™ *MASTER REMOTE CONTROL*

INSTRUCTION MANUAL

Cat. No. FWMR

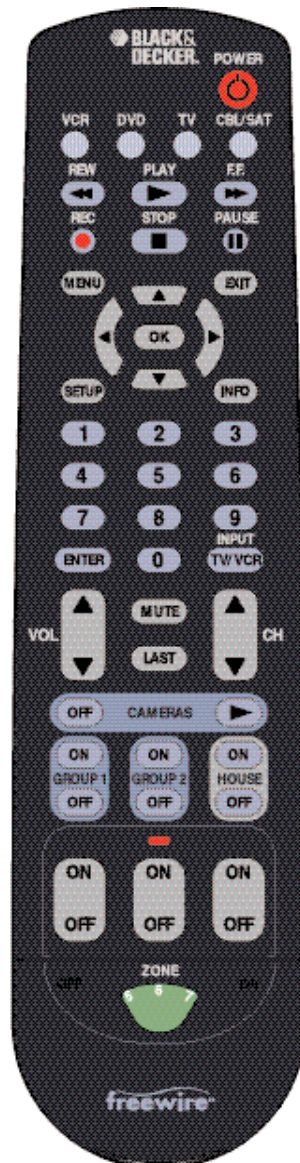


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Congratulations on your purchase of a Black & Decker Master Remote Control. The Black & Decker Master Remote lets you replace a broken or lost remote or combine more than one remote into one.

This remote control operates the common features of most but not all models and brands of Infrared (IR) Controlled Video Equipment. This remote may have functions that are not available on your equipment. Some functions of your particular equipment (e.g. menu functions) may not be controlled by this remote. In such cases, use the original remote control for your equipment.

This remote also operates lights and appliances around your home when used in conjunction with Freewire units.

Please use this manual to become familiar with your Black & Decker Universal Remote. After you are familiar with your remote the first thing you need to do is to install batteries and setup your remote for your particular product and brand.

Thank you for buying a Black & Decker remote and we hope it will give you many years of service.

▲GENERAL SAFETY RULES FOR ALL FREEWIRE PRODUCTS

▲WARNING: Read and understand all instructions. Failure to follow all instructions listed below may result in electric shock, fire, property damage and/or serious personal injury. For additional information refer to the manual which came with your FREEWIRE kit.

SAVE THESE INSTRUCTIONS

▲WARNING: Do not use any FREEWIRE product to control any device where unexpected or unattended turn on/off could cause serious personal injury and/or property damage. Interference, interruptions, or surges in the electrical system, or malfunction may cause unexpected turn on/off of plugged in devices.

▲WARNING: Do not use any FREEWIRE product to control any device where failure to operate could cause serious personal injury and/or property damage. Interference, interruptions or surges in the electrical system, or malfunction may cause plugged in devices to fail to operate as expected.

▲WARNING: Do not use any FREEWIRE product to control any medical device. Using any FREEWIRE product to control any type of medical device could result in serious personal injury.

▲WARNING: To reduce the risk of electric shock, do not use any type of plug adaptor with this product.

▲WARNING: Do not use a Bulb Receiver, Lamp Receiver, Messenger Hub or Outdoor Lamp Receiver to control an appliance. Using a Bulb Receiver, Lamp Receiver, Messenger Hub or Outdoor Lamp Receiver to control an appliance could damage the appliance or the receiver, which could result in serious personal injury and/or property damage.

▲WARNING: Do not use a Bulb Receiver or Lamp Receiver to control a lamp or fixture that already has a dimmer on it. Using a Bulb Receiver or Lamp Receiver to control a lamp or fixture that already has a dimmer on it could damage the lamp, fixture or receiver, which could result in serious personal injury and/or property damage.

▲WARNING: Do not use any FREEWIRE product to control any device that exceeds the rating for that FREEWIRE product. Using a FREEWIRE product to control a device that exceeds the rating

for that product could result in serious personal injury and/or property damage.

The ratings for FREEWIRE products are as follows:

- BULB RECEIVER - 150 watts - incandescent bulbs only.
- LAMP RECEIVER - 300 watts - lamps with incandescent bulbs only.
- MESSENGER HUB - 500 watts - lamps with incandescent bulbs only.
- OUTDOOR LAMP RECEIVER - 500 watts - lamps with incandescent, fluorescent, halogen or low voltage bulbs only.
- APPLIANCE RECEIVER - 15 amp resistive load small appliances, 1/3HP motor load, 500 watts lamps with incandescent, fluorescent or halogen bulbs only, 400 watts for televisions.
- HARDWIRE SWITCH - 500 watts - incandescent bulbs only.

▲WARNING: To reduce the risk of electric shock or fire, do not expose any FREEWIRE product to rain or moisture. If a FREEWIRE product is exposed to rain or moisture, immediately disconnect the FREEWIRE product from the AC outlet to reduce the risk of electric shock or fire and consult authorized service personnel. **NOTE:** Outdoor Lamp Receiver may be used outdoors. Bulb Receiver may also be used outdoors if mounted in correct orientation. Motion Detector and Monitoring Camera may be used outdoors when mounted as per instructions.

▲WARNING: To reduce the risk of electric shock, do not disassemble any FREEWIRE product. No user-serviceable parts are inside.

▲WARNING: Use only incandescent bulbs in lights that are to be controlled by the Hardwire Switch. Using any other type bulbs could damage bulbs and/or Hardwire Switch.

▲WARNING: Do not use any intercom or monitoring system, including a baby monitor, that uses the house wiring to transmit signals in permanent transmit (or talk) mode when using FREEWIRE products. Transmissions from an intercom or monitoring system that uses the house wiring to transmit signals could interfere or block out FREEWIRE transmissions in permanent transmit (or talk) mode. It is also possible that a neighbor's intercom or monitoring system could cause unexpected operation, including failure to operate, of your FREEWIRE system, or that your FREEWIRE SYSTEM could cause unexpected operation, including failure to

operate, of your neighbor's intercom or monitoring system.

⚠WARNING: If unintended operation of any FREEWIRE product is observed, unplug all FREEWIRE products immediately until (1) the source of the interference is identified and eliminated through selection of a different HOUSE CODE to ensure that neither system causes unintended operation of the other system or (2) a blocking filter, Black and Decker Model number PZZ01, is installed. Call 1-888-678-7278 to order. Professional installation recommended. If you cannot identify the source of interference by talking with neighbors who are using a FREEWIRE or compatible system and you do not want to install a blocking filter, or if you have any questions about identifying or eliminating interference, please call 1-800-544-6986 before plugging in or using any FREEWIRE product.

Remember to exercise good common sense when using your FREEWIRE system - especially when attaching unattended appliances or devices to the system. There can be unexpected consequences if FREEWIRE products are not used with care. For example, an empty coffee pot can be remotely turned on due to unintended operation or interference from a neighbor's FREEWIRE or compatible system. If that should happen, your coffee pot could be damaged from overheating, which in turn could cause a fire or create a risk of electrical shock. As another example, if an electric heater is turned on unexpectedly while clothing is draped over it, a fire could result. Accordingly, **DO NOT USE** the FREEWIRE system for the control of medical devices, heating appliances, such as portable heaters, or any other appliance or device that could cause physical injury or property damage if turned on or off while unattended. Similarly, **DO NOT USE** the FREEWIRE system for the control of any appliance or device that could cause physical injury or property damage if it fails to operate as expected. Interference, interruptions or surges in the electrical system, or malfunction may cause plugged in appliances or devices to fail to operate as expected. For example, if a pipe heater controlled by a FREEWIRE system fails to operate as expected, the pipes could freeze and rupture. For these reasons, it is important to read, understand and follow all instructions in this manual, and to consider carefully the potential

consequences of unattended or unexpected operation, or failure to operate, of an appliance or device before you attach it to a FREEWIRE system.

FCC CAUTION

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:

- (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND
- (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRABLE OPERATION.

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturers instructions, it may cause interference to radio and television reception. It has been type tested and found to comply with the limits for remote control devices in accordance with the specifications in Sub Parts B and C of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.
- Relocate the interference with respect to the radio/TV.
- Move the interference away from the radio/TV.
- Plug the interface into an outlet on a different electrical circuit from the radio/TV experiencing the interference.
- If necessary, consult your local Dealer for additional suggestions

NOTE: Modifications to any of the components in this product or kit will void the user's authority to operate this equipment.

DEFINITIONS OF TERMS USED IN THIS MANUAL

What is the UNIT CODE?

The unit code allows you to assign a number (1 - 16) to any Freewire unit in your home system. For example, if you assign the unit code number 5 to a Lamp Receiver, the lamp will turn on and off when you activate the number 5 on your Freewire remote control. If you want a multiple of Lamp Receivers to respond to a single number on your remote, there is no problem with setting them all to the same unit code number.

What is the HOUSE CODE?

The house code prevents interference with other Freewire systems that may be in your neighborhood. When you set your house code to a letter (A - P) you are choosing a distinct communication language between all parts of your Freewire system. It is essential that all units in your Freewire system are set to the same house code letter for it to operate correctly.

What is SYNCHRONIZATION?

When you first install your Freewire units it is essential that you match up the wireless transmitters (Indoor Remote, Key Chain Remote, Master Remote and Motion Detector) with the plugged in Messenger Hub. This will synchronize their wireless communication in a distinct way that prevents interference with other Freewire systems that may be in your neighborhood.

Why are there COLOR SEGMENTS on the unit code wheels?

The six colors (or zones) help you to allocate unit codes to various parts of your house. For example, if you wanted to control three plug in lamps in your living room you might allocate them the unit code numbers 5, 6 and 7 which are part of the green segment (green zone). Green becomes a quick reference to controlling those lamps from your remote control.

What are GROUPS?

Groups are shortcut buttons to operating any combination of up to four receiver unit codes. For example, you may wish to create a 'welcome home' group control. If you had your entrance light(s) set to 1, your hall lamp set to 5, your living room lamp set to 8 and your kitchen light set to 11 they could all be turned on/off by a single group key. It is essential to first program the group with the Messenger Hub and Wireless Remote before you can use this function.

What does the HOUSE button do?

When you press HOUSE ON all the Lamp Receivers and the Messenger Hub in your Freewire system will turn on (for safety reasons, it will not turn on appliance receivers). When you press HOUSE OFF any unit in your Freewire system will turn off - this is the fast way to turn off all your Freewire units.

BUTTON FUNCTIONS

POWER

Turns product On or Off.

VCR, DVD, TV, CBL/SAT

Selects product to be operated.

Mode Indicator Lights when mode buttons are pressed.

MENU Access the Menu functions of the device you are controlling.

SETUP

For setup.

NUMBERS

Enter numbers for direct channel selection. Some products require Enter to be pressed after channel selection.

ENTER

Used after direct channel number entry to immediately change to the selected channel.

VOLUME UP / DOWN

Changes the volume level of the product, normally the TV.

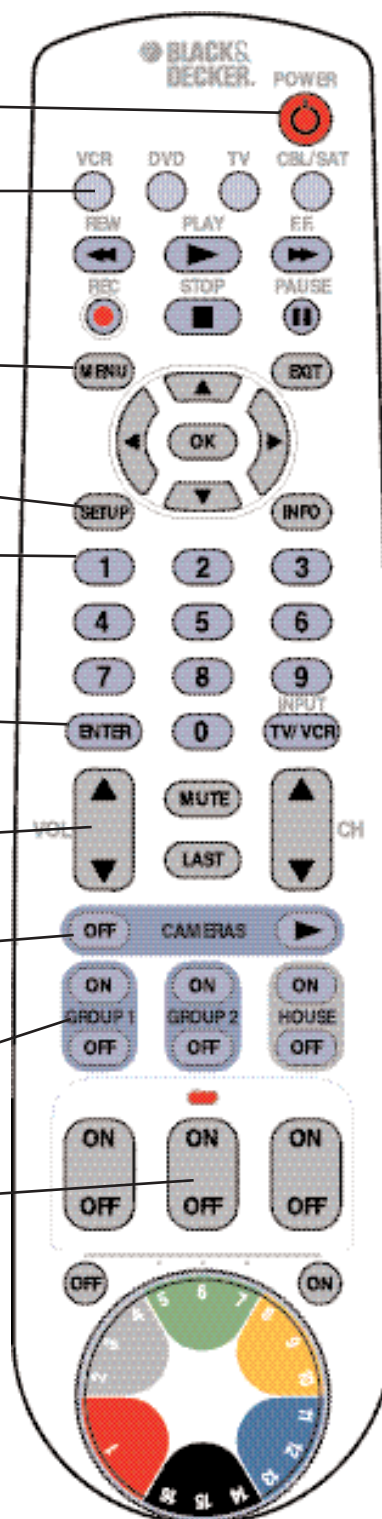
CAMERA OFF

Turns off all cameras in the selected ZONE.

GROUPS 1 and 2 ON and OFF select the previously setup Freewire groups.

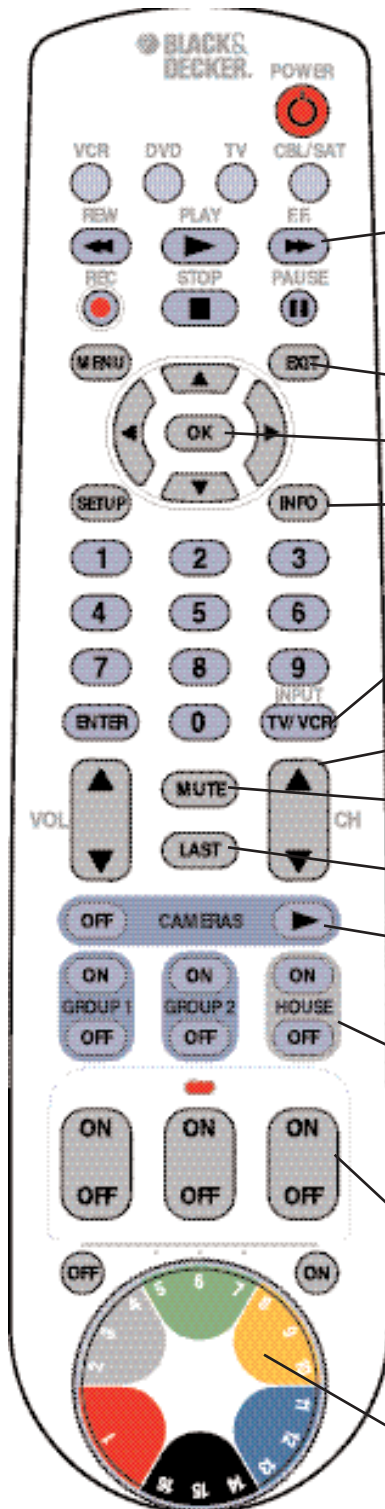
Three ON/OFF buttons

These three buttons turn on and off Freewire units set to the UNIT CODE shown through the opening on the lid below. In this example 5, 6, and 7.



BUTTON FUNCTIONS, cont.

Note: The **REC** button must be pressed **TWICE** to record from your VCR. For some brands of VCRs, you might need to press the **REC** button once, then press it again for three seconds.



RECORD, PLAY, STOP, REW, FF, PAUSE VCR control buttons operate your VCR even when the remote is set to operate the TV. Also operates DVD Scan +/-.

EXIT Used to exit menu functions.

NAVIGATION AREA Up, down, left, right.

INFO displays/selects on-screen channel information, etc.

TV/VCR/INPUT

For some TVs, press repeatedly to select from available viewing sources (antenna, cable box, VCR, etc.).

CHANNEL UP/ DOWN Changes the channels.

MUTE Turns off the TV sound while the picture remains.

LAST Returns to the previously selected channel.

CAMERA SCAN

Scans through cameras and receivers in the selected ZONE. For more information see page 12.

HOUSE ON / OFF

The **HOUSE ON** button will activate all the Lamp Receivers, Bulb Receivers and Hardwire Switches. The **HOUSE OFF** button will deactivate all Freewire units in your system.

Room ON/OFF buttons

These two buttons turn on and off all three Freewire units set to the UNIT CODE shown through the opening on the lid below. Lid shown here removed.

ZONE SELECTION WHEEL

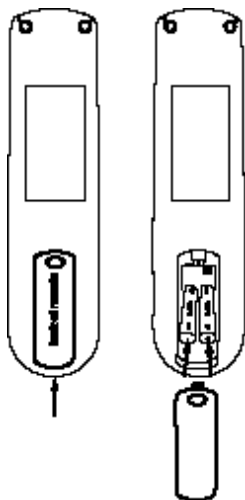
SETUP

BATTERY INSTALLATION

1. On the back of the remote, push down on the tab and lift the cover off.
2. Match the batteries to the + and - marks inside the battery case, then insert 2 AAA Alkaline batteries.
3. Press the battery cover back into place.
4. Press any OFF button in the Freewire portion of the remote for 5 seconds. The red indicator light will blink twice indicating that your remote is now ready for use.

NOTE: Range effectiveness of the remote will diminish indicating low batteries. We recommend installing new batteries at this point.

NOTE: Before replacing batteries have new ones ready for installation.



buttons are depressed more than 30 seconds. This will save your batteries should your remote get stuck in a place where the buttons remain depressed (e.g., between the sofa cushions)

TV VOLUME/MUTE PUNCH THROUGH FEATURE

The TV Volume/Mute punch through feature lets you control the Volume and Mute function of your TV in any mode programmed to be a VCR, DVD, CABLE or SAT device, without needing to change to TV mode.

VCR/DVD PUNCH THROUGH FEATURE

This remote lets you Punch through to the last VCR or DVD device used. Normally other types of remotes only punch-through (from another Mode) on the 6 VCR buttons, to the device programmed under the VCR Mode button. This is not much use if you are using a DVD programmed under a Mode other than VCR. This remote punches-through to the last VCR or DVD device you used. For example, if you have 3 DVD/VCR devices programmed into this remote, the last one you accessed on the remote will be the one that has control of the 6 VCR/DVD buttons when in any other mode.

CODE SAVER

You will have up to 10 minutes to change the batteries in your remote without losing codes you have programmed. However, do not press any buttons until batteries are installed in the remote. If buttons are pressed without batteries in the remote, all codes will be lost.

POWER-ON DEFAULT

The remote powers on in TV mode.

BATTERY SAVER

Your remote automatically turns off if the

SETUP, cont.

CODE SETUP

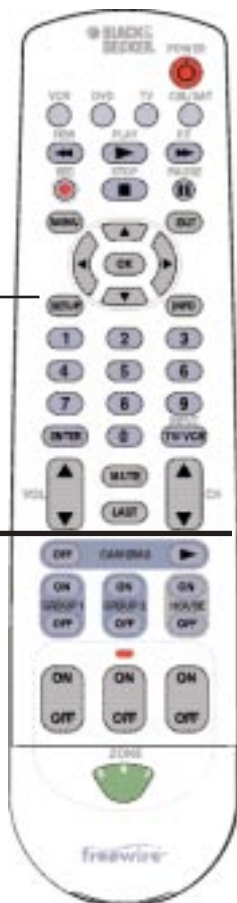
The **SETUP** button is used to setup the remote to operate your TV, VCR, etc. You can either setup the remote using the code for your brand of product, from the code tables (on separate sheet), or you can search through the library of codes until you find a code that works for your product.

Please refer to "Programming with Code Search" on page 10 for more information on using the code search feature to learn how to search through the library of codes for your products.

NOTE: You can store any kind of code under any mode (except TV). **i.e.** you can store a VCR code under the **DVD** button, or a DVD code under the **CBL/SAT** button, etc. However, you can only store TV codes under the **TV** button.

SETUP

To operate buttons below this line you must synchronize the remote into a Freewire Messenger Hub. See page 12.



ADVANCED FUNCTIONS

TV/VCR/INPUT

When in TV mode the **TV/VCR/INPUT** button performs the **INPUT** source switch function.

When in a mode that has been programmed for VCR the **TV/VCR/INPUT** button performs the **TV/VCR** antenna switch function.

When in a mode that has been programmed for Cable the **TV/VCR/INPUT** button performs the **A.B** switch function.

When in a mode that has been programmed for SAT the **TV/VCR/INPUT** button performs the **TV/SAT** switch function.

When in a mode that has been programmed for DVD the **TV/VCR/INPUT** button performs the **DVD Setup** function.

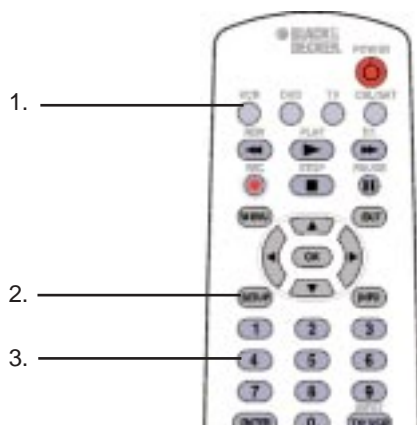
TV/VCR AND TV/DVD COMBO UNITS

Note that for some TV/VCR and TV/DVD combo units you might need to set up two different buttons to control both parts of the combo unit. E.G., (referring to the Direct Code Entry section on the following page) you might need to set up a code under the **TV** button to control the TV part of the combo unit AND a separate code for the VCR or DVD under any other button you choose.

CODE ENTRY

DIRECT CODE ENTRY

1. Press and quickly release the desired mode button (**TV**, **VCR**, etc.).
2. Press and hold the **SETUP** button until the Mode button stays on. You can now release the **SETUP** button
3. Enter the 3 digit code from the code table (on separate sheet).
4. With your device on, press **CHANNEL UP**. If the device responds, no further programming is required. Note: If there is no response OR if some buttons do not operate your equipment, try one of the other codes for your brand. If it still does not work go to page 8



Write your codes down here for easy reference later.

TYPE	TYPE STORED	CODE
VCR		
DVD		
TV	TV	
CABLE		
SAT		

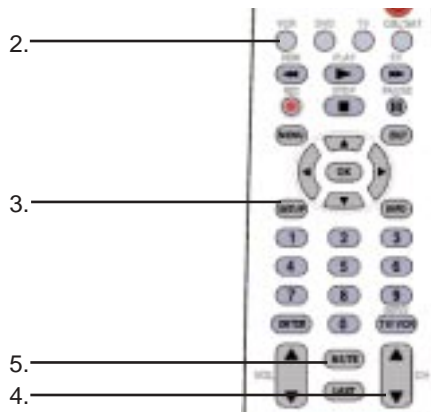
PROGRAMMING WITH CODE SEARCH

If your product does not respond after you have tried all the codes for your brand, or if your brand is not listed, try searching for your code by following these steps.

1. Turn on the device (TV, VCR, etc.) to be controlled.
2. Press and quickly release the desired mode button (TV, VCR, etc.).
3. Press and hold the **SETUP** button until the Mode button stays on. You can now release the **SETUP** button.
4. Press the **CHANNEL UP** button repeatedly (up to 300 times) until the device to be controlled changes channel. The green indicator blinks off with each button press. If you accidentally overshoot the code required, press the **CHANNEL DOWN** button to backtrack through the library until the device changes channel. Pressing **CHANNEL UP** changes direction to forward again.
5. Press and release **MUTE** to install the code.

Most users will store VCR codes under the VCR button, DVD codes under DVD, etc. If (for example) you want to store a VCR code under DVD, first follow the procedure for Direct Code Entry and press DVD in step 1 of Direct Code Entry, then enter ANY VCR code in step 3 of Direct Code Entry. Then follow the steps above for Code Search (or Brand Search, page 11).

NOTE: If the device does not have a **CHANNEL UP** button, use **PLAY** (VCR only) or **POWER** instead. Code Search starts from the currently stored three digit number under that mode.



CODE ENTRY , cont.**CODE SEARCH BY BRAND**

Lets you search for a code for a specific Brand within the Code Library for a particular manufacturer.

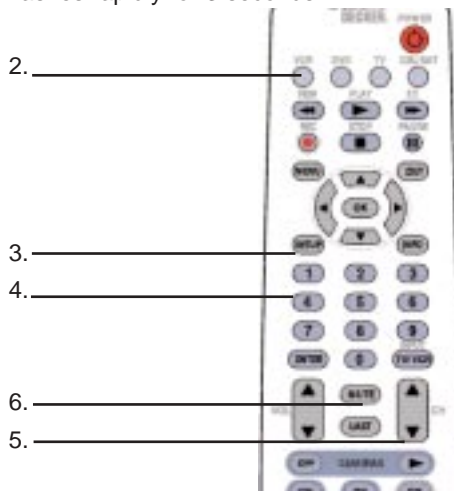
1. Turn on the device (TV, VCR, etc.) to be controlled.
2. Press and quickly release the desired mode button (TV, VCR, etc.).
3. Press and hold the SETUP button until the Mode button stays on. You can now release the SETUP button.
4. Press and release the numeric button (0-9) corresponding to desired Manufacturer (see table on separate sheet). The green indicator blinks off once.

NOTE: Pressing "0" performs a full library search same as normal Code Search Method on previous page.

5. Press the CHANNEL UP button ((or POWER or PLAY (VCR only)) repeatedly until the device to be controlled changes channel. The green indicator blinks off with each button press. If you accidentally overshoot the code required, press the CHANNEL DOWN button to backtrack through the library until the device changes channel. Pressing CHANNEL UP changes direction to forward again.
6. Press and release MUTE to install the code.

Brand Search Method entry is now complete.

Note: When all codes under a Brand have been searched the red indicator flashes rapidly for 3 seconds.

**BRAND SEARCH TABLE**

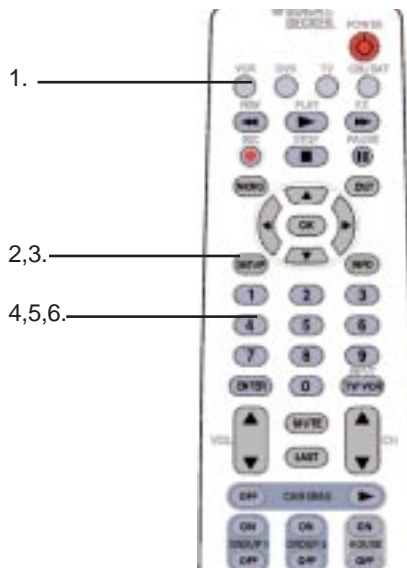
Look up your brand in the appropriate column (TV, VCR, etc.). Look to see what digit (1, 2, 3, etc.) applies to your brand, and enter it in step 4 of "Code Search by Brand" on separate sheet.

CODE IDENTIFICATION FEATURE

The Code Identification Feature allows you to identify the three digit library code stored under your device key.

For example, if you want to find out what three digit code is stored under your TV device key, follow the six steps below:

1. Press and quickly release the desired mode button (**TV, VCR, etc.**).
2. Press and hold the SETUP button until the Mode button stays on. You can now release the SETUP button.
3. Press and release the SETUP button. The green indicator blinks off.
4. To find the first digit for the code stored under the mode key pressed in step 2, press each numeric key from **0-9** in turn. When the green indicator blinks off the number you pressed is the first digit for the code you are searching for.
5. To find the second digit, repeat step 4, this time when the green indicator blinks off this is the second digit.
6. Repeat step 4 again to find the third digit.



FREEWIRE OPERATION

NOTE: In order to use the Freewire function of your MASTER REMOTE your system must include a MESSENGER HUB.

SYNCHRONIZING THE REMOTE WITH THE MESSENGER HUB

A Quick Note Before You Set Up The MESSENGER HUB:

⚠WARNING: For indoor use only.

Each receiver has a specific address made up of a HOUSE CODE (bottom dial) and a UNIT CODE (upper dial) which is used to communicate with the MESSENGER HUB.

The function of the HOUSE CODE is to prevent interference from another FREEWIRE system. If at any time, you experience interference with another system please choose another setting for your HOUSE CODE A - P. The letter selected must be the same on all RECEIVERS and the MESSENGER HUB.

Step 1:

Plug MESSENGER HUB into any operational AC outlet within your home. Rotate antenna to the upright position. Open the front door to expose control panel.

Step 2:

Select a HOUSE CODE on the MESSENGER HUB, any **letter** A - P. (**Note:** The house code you select for the MESSENGER HUB will dictate what letter you will select for all of the UNITS you plan to control with this MESSENGER HUB.)

Step 3:

Select a UNIT CODE on the MESSENGER HUB, any **number** 1 - 16. The number and corresponding color you pick will control the lamp outlet located on the underside of this MESSENGER HUB. (If you select the same number and same house code for any additional UNITS on this system they will operate in conjunction with this hub.)

Step 4:

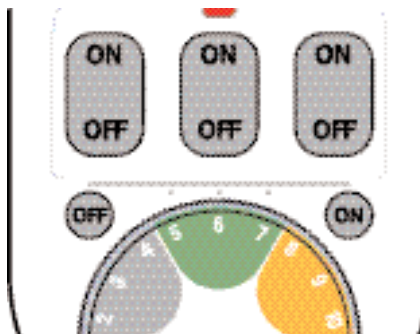
SYNCHRONIZE your MASTER REMOTE with your MESSENGER HUB so they understand how to communicate with each other. (**Note:** Any additional

remote that is introduced to the system must also be synchronized.)

NOTE: Your MASTER REMOTE is now SYNCHRONIZED with your Freewire system and can now operate your Freewire units. If you ever remove the remote's batteries you may need to initialize and SYNCHRONIZE your remote again. See BATTERY INSTALLATION section on page 8.

To SYNCHRONIZE, move the MESSENGER HUB slide switch to LEARN.

While facing the MESSENGER HUB, press and hold the **middle "ON"** button of the MASTER REMOTE for 5 seconds. Be sure to see the green light flash on the MESSENGER HUB. The flash will indicate that the MASTER REMOTE is now synchronized with the MESSENGER HUB.



Now, move the slide switch on the MESSENGER HUB to RUN.

(**Note:** Door cannot be closed while MESSENGER HUB is in the LEARN mode.)

Step 5:

Turn lamp on first, then plug into the receptacle on the underside of the MESSENGER HUB. Use only incandescent bulbs up to 500W. Be sure the Lamp has been turned on prior to plugging into MESSENGER HUB.

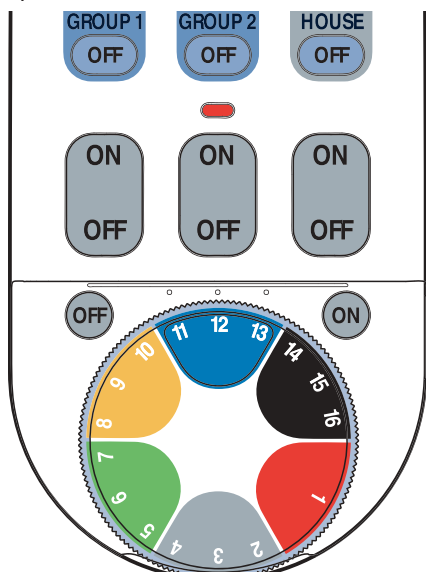
Press the Local Lamp "ON/OFF" button on the MESSENGER HUB to check that the MESSENGER HUB is operating correctly. You will hear a "click" when the MESSENGER HUB turns this lamp on and off.

You are now ready to operate the lamp connected to this MESSENGER HUB with the MASTER REMOTE.

FREEWIRE OPERATION, cont.

ZONES

Open door to the MASTER REMOTE to expose the colored dial shown below.



The numbers and colors on the MASTER REMOTE dial match the numbers and colors on the MESSENGER HUB and other UNITS.

The colors on the dial for the UNIT CODE can be used to divide your home into ZONES with up to 3 dedicated UNIT CODES per ZONE (except red which only has one UNIT CODE.) (e.g. Green = Living Room)

The numbers are used to differentiate one UNIT from another in each ZONE.

REFERENCE LABEL SET UP

For your convenience, a blank reference label is located on the back of your MASTER REMOTE. Write your own customized applications on this label.

Example: **Red UNIT CODES** have been selected for the BULB RECEIVER in the **Entrance**.

Gray UNIT CODES have been selected for the UNITS in the **Dining Room**.

Green UNIT CODES have been selected for the UNITS in the **Living Room** etc.

USING FREEWIRE FUNCTIONALITY

Step 1:

Set the dial on your MASTER REMOTE to the same UNIT CODE that you selected on the MESSENGER HUB.

Step 2:

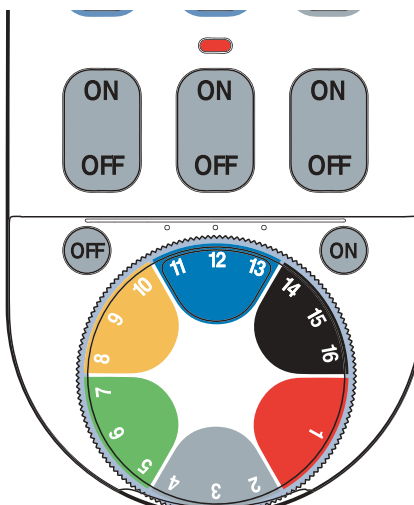
Each of the 3 individual codes on that color can be turned on and off individually, using the 3 white ON/OFF buttons located just above the dial.

Example: Blue 11 - Controlled by the top row, left switch

Blue 12 - Controlled by the top row, center switch

Blue 13 - Controlled by the top row, right switch.

The small round ON button and OFF buttons shown below let you turn on or off ALL UNITS set to that color.



You should now be able to turn the lamp on and off with the corresponding button on the MASTER REMOTE.

Note: You may have to press and momentarily hold the button before it activates.

FREEWIRE OPERATION, cont.

GROUPS

A Quick Note before You Program the Group Settings:

The purpose of the GROUP buttons are to link multiple UNITS (up to 4) so that they can be turned on or off by the GROUP buttons.

Example: If you have a LAMP RECEIVER in one room and it is set to the number 7 on its UNIT CODE and you have another LAMP RECEIVER in another room and it is set up to the number 13 on its UNIT CODE, the two lamps can be turned on at the same time using a GROUP.

Step 1:

With the MESSENGER HUB still plugged into an AC outlet, set the slide switch to LEARN.

Step 2:

While facing the MESSENGER HUB, press GROUP 1 ON switch on the MASTER REMOTE. The MESSENGER HUB's green indicator light will flash.

Step 3:

Set the UNIT CODE dial on the MASTER REMOTE to match the UNIT CODE on the LAMP RECEIVER that you want to turn on and off. Press on the rocker switch corresponding to that LAMP RECEIVER. Wait for the MESSENGER HUB indicator to flash indicating the code has been stored in the GROUP function.

Step 4:

Repeat step 3 a maximum of 3 more times to link up to 4 LAMP RECEIVERS / BULB RECEIVERS with that GROUP key. The 4 LAMP RECEIVERS can be in any combination of UNIT CODES.

Step 5:

Return the slide switch on the MESSENGER HUB to **RUN**. The ON/OFF button of GROUP1 will now turn on and off all of the LAMP RECEIVERS / BULB RECEIVERS that were linked in Step 4. There may be up to a 3 second delay between the time that you press the button and the time that the lights respond.

Step 6:

To set up GROUP 2 key, repeat steps 1 thru 5 substituting GROUP 2 key for GROUP 1.

NOTE: Pressing either GROUP ON key

while in LEARN mode clears all stored codes for that GROUP.

CAMERA OPERATION

See the setup instructions that come with Freewire MONITORING CAMERAS and follow the instructions to install your first camera. As soon as you install your first camera and connect the receiver to your TV, you will see a picture on your TV (the camera powers up in the ON state when you first plug it in). You can then try it out with the MASTER REMOTE, as described below, to see that you can turn it off and on by remote control, before continuing with the installation of additional cameras.

Freewire cameras work like regular Freewire units so you can turn them on and off by using the dial on the remote to select the color and number for the power supply that the camera is connected to, and then press the ON and OFF buttons above the colored wheel to turn the selected camera on and off.

You can install more than one camera. The cameras transmit images to the same receiver that's connected to your TV. You must ensure that you have only one camera turned on at the same time. We recommend that the cameras are set up in a single ZONE (up to 3 cameras per ZONE.) When first installing multiple cameras it is necessary to turn off each camera before installing additional cameras. Failure to do this will result in multiple images being transmitted to your TV at the same time which will result in a layered or garbled image. When you turn on one of the cameras in the zone, any camera in that zone that was presently on automatically turns off.

NOTE: Additional cameras (up to 3) can be set up in a different ZONE. However, it is necessary to turn off cameras in one ZONE before selecting cameras in another ZONE.

Installing cameras in sets of three in the same ZONE lets you use the Camera Scan button. To use this feature you first turn on any camera in the selected zone, using one of the three ON buttons above the color wheel, then press the Scan forward button. Each time you press the Scan button the next camera in the selected color turns on (and the previously on camera in that zone automatically turns off).

TROUBLESHOOTING

MASTER REMOTE DOES NOT OPERATE YOUR A/V PRODUCT.

- Press the mode button of the product you want to control.
- Program the MASTER REMOTE with a new code for that A/V product.
- Install new batteries. Refer to "BATTERY INSTALLATION" section on page 8.
- MASTER REMOTE may not be compatible with your product.

MASTER REMOTE DOES NOT OPERATE SOME FEATURES OF YOUR PRODUCT.

- Program MASTER REMOTE with a new code.
- MASTER REMOTE may not be able to operate all features of your product or button names might be different than your product.

RED INDICATOR BLINKS AFTER YOU PROGRAM A PRODUCT CODE.

- Remote did not accept the code.
- Try to program the code again or try a different code.

DIFFICULTY PROGRAMMING RECEIVERS

If you are experiencing problems when programming the BULB RECEIVER or OUTDOOR LAMP RECEIVER, it may be due to electrical interference on the power lines caused by large appliances such as refrigerators or TV's. To avoid the interference, move the RECEIVER and the MESSENGER HUB while it is being programmed to a different wall outlet that is further away from large appliances.

SOME RECEIVERS DON'T RESPOND

Most houses are fed from a 240 volt service which is then split into two phases of 120 volts each in the circuit breaker panel. The most commonly encountered problem with systems which use the existing house wiring to transmit signals is that the signals are received by some Receivers, but not by others. For example, the MESSENGER HUB controls some lights but not others or controls some lights intermittently.

This can happen sometimes when the Receiver to be controlled is on the opposite phase of the house wiring to the phase which the MESSENGER HUB is connected to. If some of the Receivers are not working it may be necessary to:

- move the Receiver to a different wall

TROUBLESHOOTING, cont.

outlet to test that it works. If it still doesn't work:

- move the Receiver to a different room. If it still doesn't work:
- move the Receiver to the closest outlet that the MESSENGER HUB is plugged into or move the MESSENGER HUB to the closest outlet to the Receiver that is not working.

RECEIVERS TURN ON BY THEMSELVES

If it is suspected that Receivers have turned on or off by themselves, it is possible that a neighbor has a FREEWIRE or compatible system, which could result in unexpected operation of both systems. Unplug all FREEWIRE devices immediately until (1) the interference is identified and eliminated through selection of a different HOUSE CODE to ensure that neither system causes unintended operation of the other system or (2) a blocking filter, Black and Decker Model number PZZ01, is installed. Call 1-888-678-7278 to order. Professional installation recommended. If you cannot identify the source of interference by talking with neighbors who are using a FREEWIRE or compatible system and you do not want to install a blocking filter, or if you have any questions about identifying or eliminating interference, please call 1-800544-6986 before plugging in or using any FREEWIRE device.

THREE WAY BULBS

Three way bulbs may be used, however, only one level of brightness can be activated using the Freewire system. To change brightness level you will need to turn the switch at the lamp to the desired level of brightness. **NOTE:** When using the BULB RECEIVER, you cannot control the lamp by the lamp's switch. Turning the lamp switch off and then sending a Freewire signal within 30 seconds of power being applied to the lamp, will cause the BULB RECEIVER to go into program mode and will need to be reprogrammed.

INTERCOM AND MONITORING SYSTEMS

Intercom and monitoring systems, including baby monitors, that use the house wiring to transmit signals can "block out" FREEWIRE transmissions while the intercom or monitoring system is in "permanent transmit" or "talk" mode.

It is NOT possible to have a wireless intercom or monitoring system and a MESSENGER HUB operating in the same house. It is possible that a neighbor's wireless intercom or monitoring system could cause unexpected operation, including failure to operate, of your FREEWIRE system, or that your FREEWIRE SYSTEM could cause unexpected operation, including failure to operate, of your neighbors intercom or monitoring system.

KEY CHAIN REMOTE RANGE OF USE

Placing the MESSENGER HUB on the inside wall closest to driveway or entry way, will often maximize range of KEY CHAIN REMOTE.

LIGHTS CONTROLLED BY HARDWARE SWITCH WILL NOT TURN ON

If your HARDWARE SWITCH does not turn on the light you have chosen it to control it may be necessary to:

- Check to make sure that the HOUSE CODE dial is set to the same HOUSE CODE you have chosen for your MESSENGER HUB.

⚠WARNING: Disconnect the power at the circuit breaker / fuse panel. To avoid fire or electric shock turn OFF power at the circuit breaker / fuse panel. Test that the power is OFF before proceeding.

- Check to make sure that bulb changing slide switch is in the ON (right) position.

"FALSE" TRIGGERING OF THE MOTION DETECTOR

All motion detectors work by detecting a change in temperature, for instance, when a warm body passes by. Therefore they can be tripped by changes in temperature, such as when clouds pass over the sun on a sunny day. MOTION DETECTORS should not be installed in direct sunlight or over heating or air conditioning vents. They can also be inadvertently tripped by birds and animals but will not likely be tripped by moths or insects.

MOTION DETECTOR WILL NOT TRANSMIT ON/OFF SIGNAL

If your MOTION DETECTOR does not appear to be sending an ON/OFF signal to your chosen device it may be necessary to:

- Check the orientation of the installed batteries.
- Check to make sure that the UNIT CODE dial is set to the same UNIT CODE as the device you have chosen to control. For example, if the LAMP

TROUBLESHOOTING, cont.

RECEIVER controlling the lamp that you want the MOTION DETECTOR to activate is set to Blue 12, the dial on your MOTION DETECTOR must also be set to Blue 12.

- Move the MOTION DETECTOR to a different location. Motion can be detected within 20 feet with the MOTION DETECTOR mounted 6 feet off the ground.

THE MOTION DETECTOR CONTROLLED LIGHT, APPLIANCE OR CAMERA DOES NOT STAY ON LONG ENOUGH

The default time on your MOTION DETECTOR is 1 minute but you can change this time by turning the OFF TIME DELAY dial.

MAINTENANCE

Use only mild soap and damp cloth to clean the product. Never let any liquid get inside the product; never immerse any part of the product into a liquid. Avoid using solvents when cleaning plastic parts. Most plastics are susceptible to various types of commercial solvents and may be damaged by their use.

ACCESSORIES

Recommended accessories for use with your product are available from your local dealer or authorized service center. If you need assistance regarding accessories, please call: 1-800-544-6986.

⚠WARNING: The use of any accessory not recommended for use with this product could be hazardous.

SERVICE INFORMATION

Black & Decker offers a full network of company-owned and authorized service locations throughout North America. All Black & Decker Service Centers are staffed with trained personnel to provide customers with efficient and reliable power tool service. Whether you need technical advice, repair, or genuine factory replacement parts, contact the Black & Decker location nearest you. To find your local service location, refer to the yellow page directory under "Tools—Electric" or call: 1-800-544-6986.

FULL TWO-YEAR HOME USE WARRANTY

Black & Decker (U.S.) Inc. warrants this product for two years against any defects

in material or workmanship. The defective product will be replaced or repaired at no charge in either of two ways.

The first, which will result in exchanges only, is to return the product to the retailer from whom it was purchased (provided that the store is a participating retailer). Returns should be made within the time period of the retailer's policy for exchanges (usually 30 to 90 days after the sale). Proof of purchase may be required. Please check with the retailer for their specific return policy regarding returns that are beyond the time set for exchanges.

The second option is to take or send the product (prepaid) to a Black & Decker owned or authorized Service Center for repair or replacement at our option. Proof of purchase may be required. Black & Decker owned and authorized Service Centers are listed under "Tools-Electric" in the yellow pages of the phone directory.

This warranty does not apply to accessories. This warranty gives you specific legal rights and you may have other rights which vary from province to province. Should you have any questions, contact the manager of your nearest Black & Decker Service Center

Black & Decker (U.S.) Inc.,
701 E. Joppa Rd.
Towson, MD 21286 U.S.A.

See 'Tools-Electric'
– Yellow Pages –
for Service & Sales

